SHERIFF

TWG-1

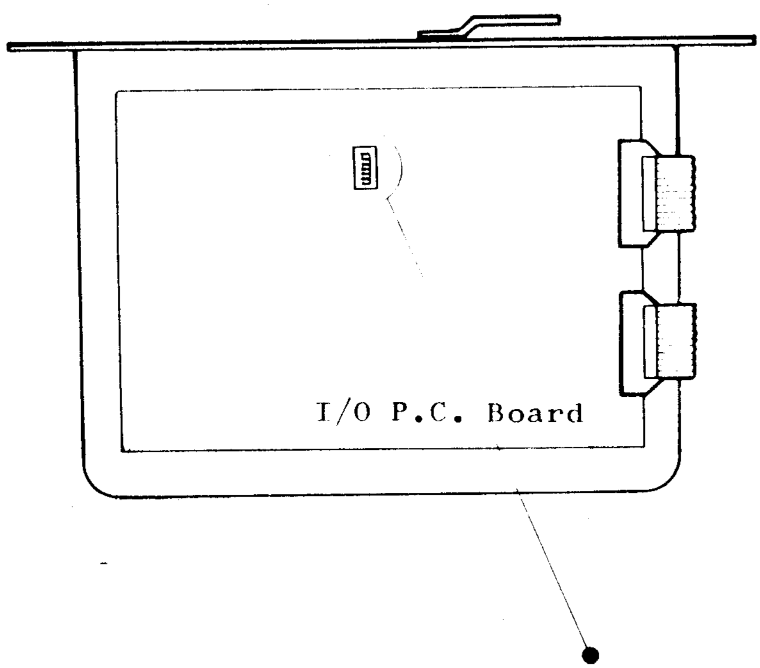
OPERATION MANUAL

Nintendo

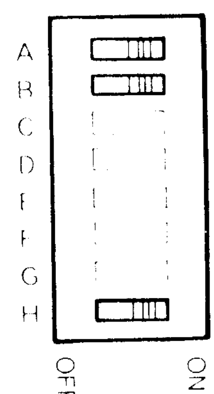
3. POINTS AND METHODS OF ADJUSTMENT

3-1 Setting of number of appearing sheriffs

The number of sheriffs can be set for from 3 to 6. The setting is made with the switches on I/O P.C. Board according to the diagram below.



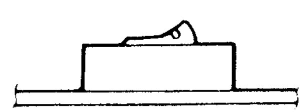
Number of Sheriff	Switch	
	A	B
3	OFF	OFF
4	ON	OFF
5	OFF	ON
6	ON	ON



NOTE

Keep the switch H always at the ON position.

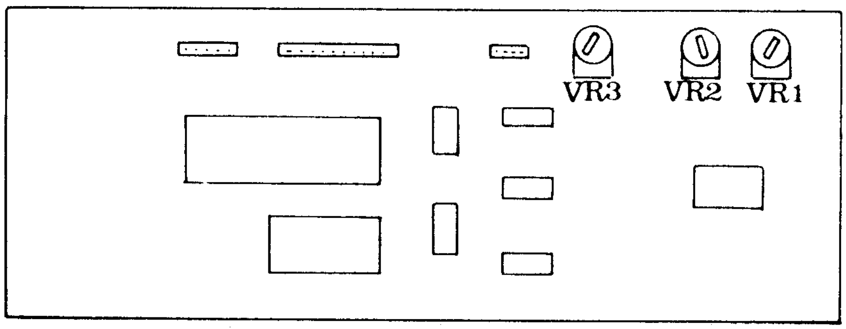
Switches C - G are not connected, therefore have no function.



The switch is OFF
(Bottom view)

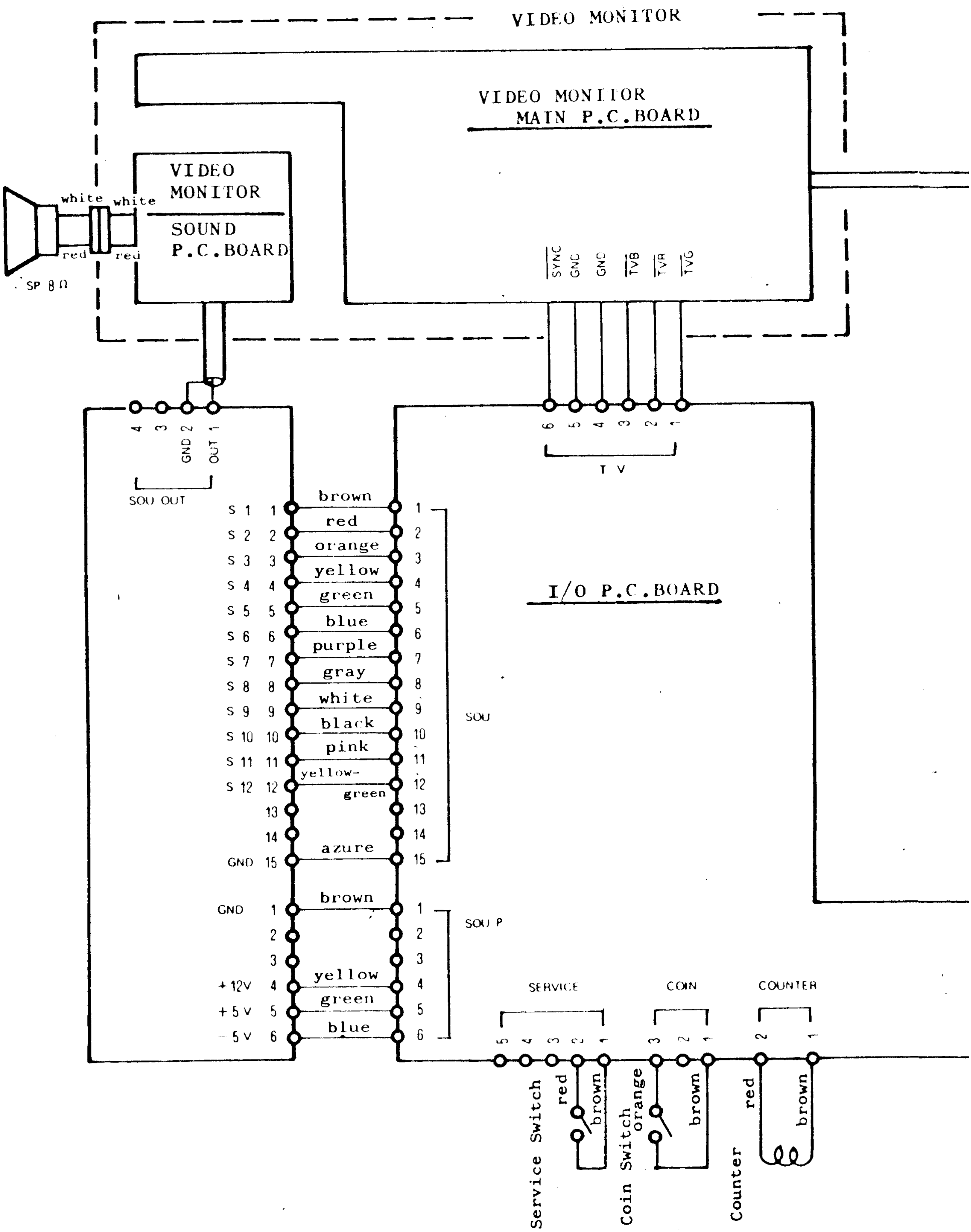
3-2 Sound P.C. Board

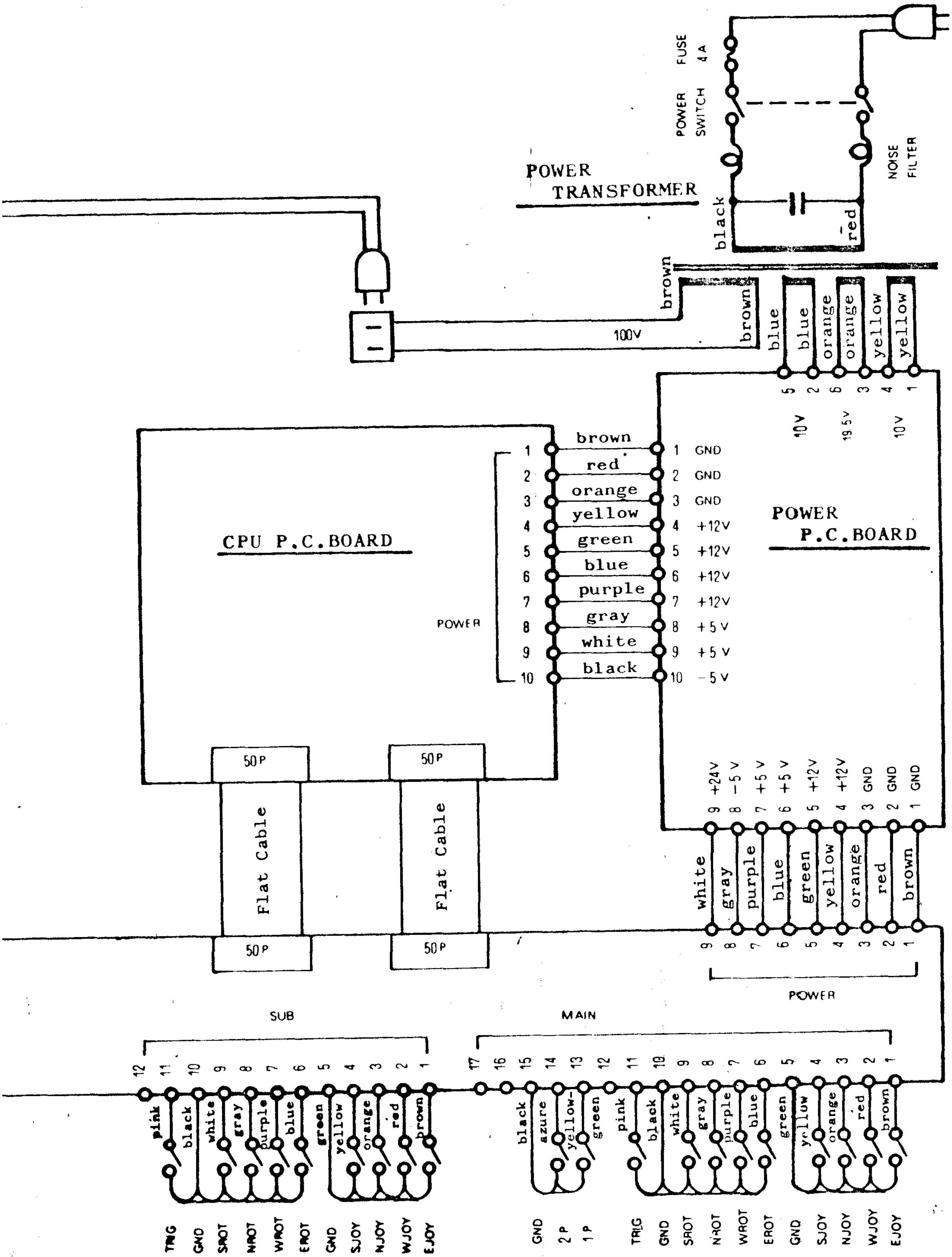
Sound volume can be adjusted by the semi-fixed variable resistor, VR1, VR2 and VR3 on the Sound P.C. Board. The sound controlled by each semi-fixed variable resistor is shown in the chart below. Turning the VR in the clockwise direction increases sound volume.



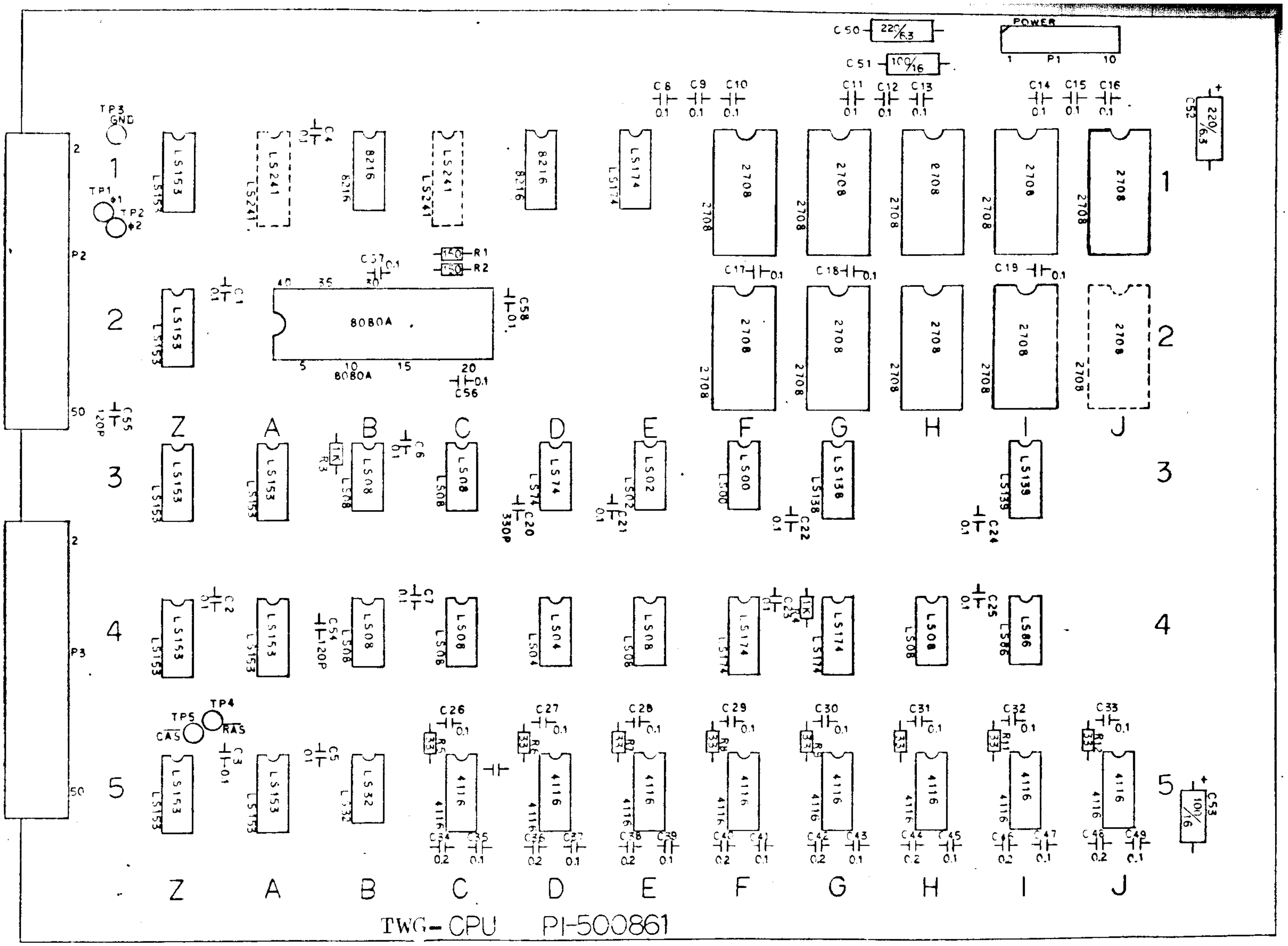
	Kinds of sound	
VR1	Rogue advancing sound Condor appearing sound Game starting sound Sheriff falling-down sound Scean switching sound	Bonus sound Extra score sound Condor disappearing sound Game ending sound
VR2	Sheriff pistol firing sound	Rogue disappearing sound
VR3	VR1 VR2 consolidated sound adjustment Adjust consolidated sound on video monitor first.	

* Turning the VR in the clockwise direction increases sound volume.


VIDEO MONITOR
VIDEO MONITOR MAIN P.C.BOARD
VIDEO MONITOR
SOUND P.C.BOARD
white
white
red
red
SP 8 Ω
SYNC
GND
GND
TVB
TVR
TVG
4
3
GND 2
OUT 1
SOU OUT
6 5 4 3 2 1
T V
I/O P.C.BOARD
S 1 1 brown 1
S 2 2 red 2
S 3 3 orange 3
S 4 4 yellow 4
S 5 5 green 5
S 6 6 blue 6
S 7 7 purple 7
S 8 8 gray 8
S 9 9 white 9
S 10 10 black 10
S 11 11 pink 11
S 12 12 yellow-green 12
13 13
14 14
GND 15 azure 15
SOU
GND 1 brown 1
2 2
3 3
+12V 4 yellow 4
+5V 5 green 5
−5V 6 blue 6
SOU P
SERVICE
5 4 3 2 1
COIN
3 2 1
COUNTER
2 1
red
brown
Service Switch
orange
brown
Coin Switch
red
brown
Counter



FUSE 4 A
POWER SWITCH
NOISE FILTER
POWER TRANSFORMER
black
red
brown
brown
100V
blue
blue
orange
orange
yellow
yellow
5 2 6 3 4 1
10V
19.5V
10V
CPU P.C.BOARD
POWER
1 brown 1 GND
2 red 2 GND
3 orange 3 GND
4 yellow 4 +12V
5 green 5 +12V
6 blue 6 +12V
7 purple 7 +12V
8 gray 8 +5 V
9 white 9 +5 V
10 black 10 −5 V
POWER P.C.BOARD
50 P
50 P
Flat Cable
Flat Cable
50 P
50 P
9 +24V
8 −5 V
7 +5 V
6 +5 V
5 +12V
4 +12V
3 GND
2 GND
1 GND
white
gray
purple
blue
green
yellow
orange
red
brown
9 8 7 6 5 4 3 2 1
POWER
SUB
12 11 10 9 8 7 6 5 4 3 2 1
pink
black
white
gray
purple
blue
green
yellow
orange
red
brown
TRIG
GND
SROT
NROT
WROT
EROT
GND
SJOY
NJOY
WJOY
EJOY
MAIN
17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
black
azure
yellow-green
pink
black
white
gray
purple
blue
green
yellow
orange
red
brown
GND
2 P
1 P
TRIG
GND
SROT
NROT
WROT
EROT
GND
SJOY
NJOY
WJOY
EJOY

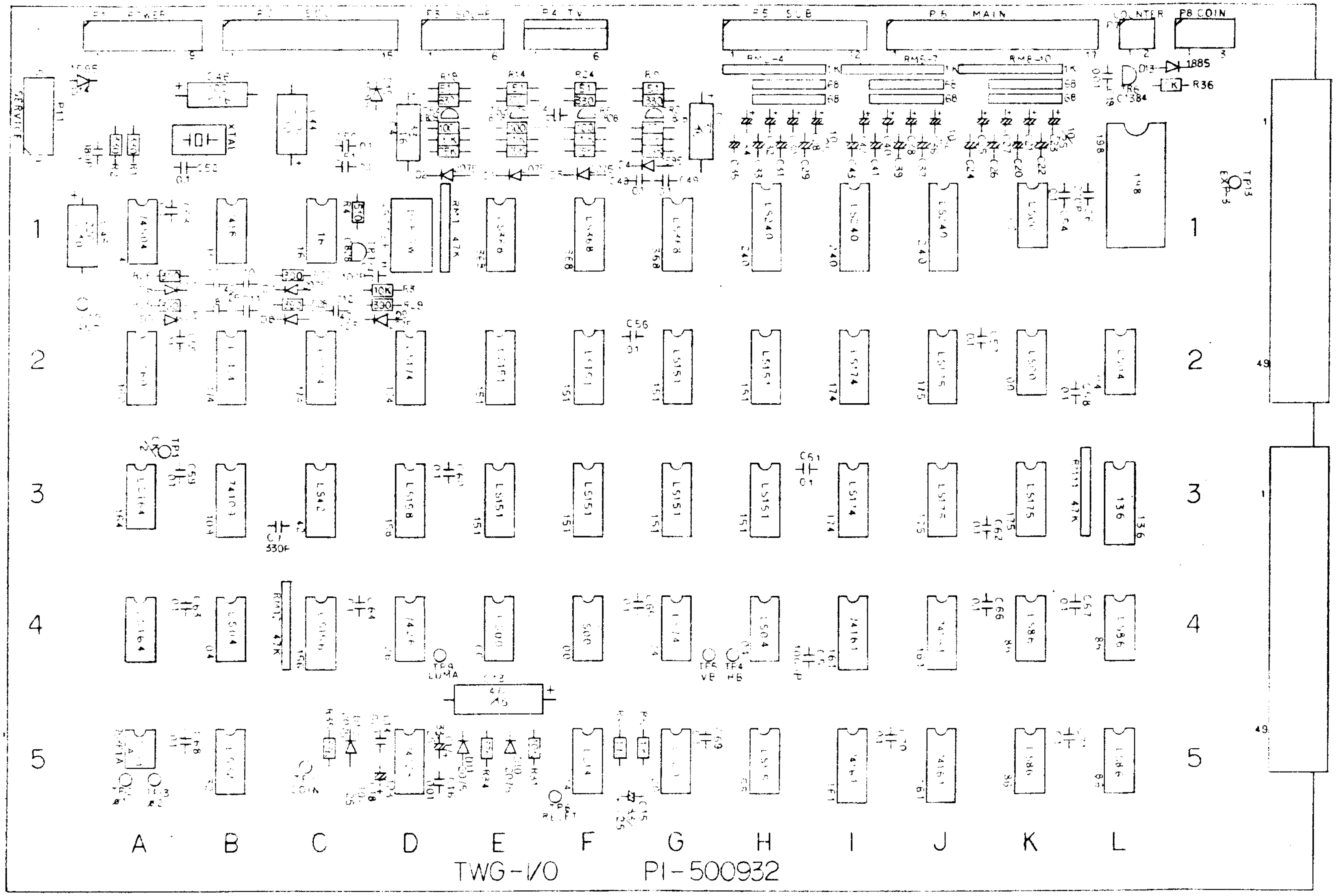


品番	品名	材質	個数	摘要
名称	TWG CPU PI-500861 PARTS LOCATIONS			年月
製図	設計	承認	図番	

Nintendo

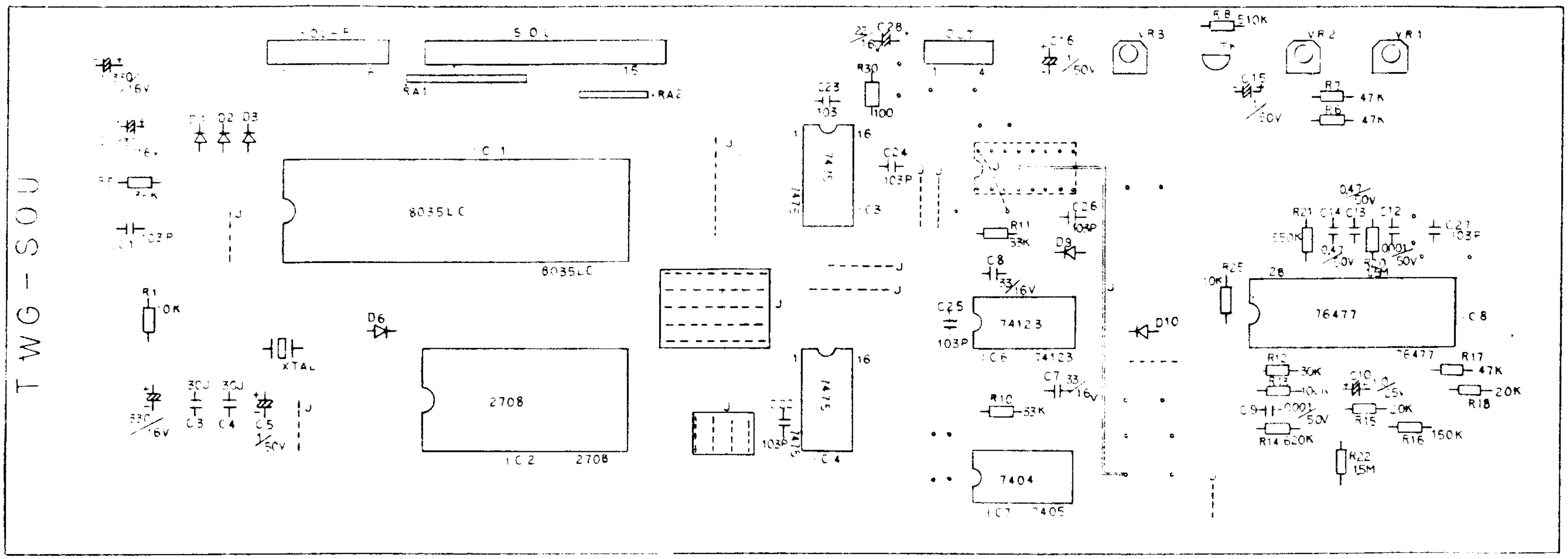
尺 寸法

日 年月日 変更内容 印



TWG-I/O P.C.BOARD PARTS LOCATIONS

Nintendo
任天堂株式会社



品番	品名	材質	個数	摘要

名称: TWG-SOUND P.C.BOARD PARTS LOCATIONS

製図 | 設計 | 承認 | 図番

Nintendo
任天堂株式會社

縮尺 | 寸法

記号 | 年月日 | 変更内容 | 印